

BATTLE MANUAL



SPACE PIRATES

SPACE PIRATES is a simulation of interplanetary trade and piracy in the future. One to four pirates can participate at one time. Two to four players make for the best game.

YOU are in total command of your pirate fleet. YOU get the thrill of leading battles between your starcruisers and their freighters.

SPACE PIRATES has been playtested by C&C SOFTWARE'S WARGAMES-PANEL to provide you with an enjoyable and a balanced computer Space war game.

INSTRUCTIONS

HOW TO LOAD PROGRAM

IBM-There are two disk versions.

First, if you have extended basic, color monitor and 64k then do the following:

1. Load extended basic.
2. Load the program "SPIBMD1".
3. Type RUN.

To save the game hit F1.

Second, if you don't have a color monitor or extended basic but do have 48k then do the following:

1. Load disk basic.
2. Load program "SPIBMD".
3. Type RUN.

If, for either version, you have a problem with the program execution just hit the control and break keys at the same time then type in "GOTO 1725" then hit the enter key.

APPLE-Comes on disk (32k required). To load do the following:

1. Place disk in the drive.
2. Turn on the computer, the program will start automatically.

If you have any problems in the program execution just hit the break key and type in "GOTO 910" then hit the enter key.

ATARI-Comes in two versions one for cassette (16k required) the other for disk (32k required). To load the cassette version do the following:

1. Insert the BASIC cartridge into the left slot.
2. Rewind the cassette to the beginning.
3. Type "CLOAD".
4. When the buzzer sounds hit the RETURN key.
5. When the screen says "READY" type "RUN" to play.

To load the disk version do the following:

1. Insert the BASIC cartridge into the left slot.

2. Insert the disk into the disk drive.
3. Turn on the disk drive.
4. When the BUSY light goes off on the disk drive turn on the computer.
5. Type in RUN "D:SPATD", the game should now start.

If you should ever have any problems with program execution just hit the break key and type in "GOTO 910" then hit the RETURN key.

Radio Shack Color Computer this version comes on cassette (16k is required). To load do the following:

1. Turn on the computer.
2. Type CLOAD"SP", hit the enter key.
3. When OK appears on the screen type "RUN" and hit the ENTER key. The program should now start.

If you should ever encounter any problem with program execution just type in "GOTO 910" then hit the enter key.

OBJECT OF THE GAME

To become the last player left on the board. If a player loses his freighters or if he runs out of fuel he is out of the game. The computer skips his turn after this.

MAPBOARD

The mapboard shows the playing area. It contains 15 Major Planets. Nine (9) of these are class 1, shown in ORANGE, and six (6) are class 2, shown in BLUE. Hexagons (Hexs) have been superimposed to determine movement. The name of an individual planet is shown just above that planet. As you can see some of the planets have rings and moons.

TYPES OF SHIPS

There are five (5) types of ships.

1. SCOUT (S)



2. CROSS WING FIGHTER (X)



3. FREIGHTER (F)



4. STARCruiser (SC)



5. HEAVY STARCruiser (HSC)



SPECIFICATIONS TABLE

TYPE	FUEL	AMMO	MOVE	GUNS	SH	R	ATTACK
S	1	1	8	6	1	4	1
X	2	2	6	12	5	4	1
F	6	2	4	12	5	4	1
SC	6	6	4	18	9	6	2
HSC	8	8	3	24	12	8	3

Explanation of terms.

1. TYPE refers to the kind of space ship, for example SC stands for starcruiser.
2. FUEL tells the number of fuel units used per turn for a type of ship.
3. AMMO tells the number of ammo units required to fire the guns once.
4. MOVE tells the number of hexes that a piece can move per half turn. Since the pieces are moved twice per turn we use the term halfturn. For example a fighter can move hexes per halfturn or 12 hexes per full turn.
5. GUNS tells the maximum amount of damage that a ship can inflict upon another.
6. SH is short for SHIELDS. This is the amount of damage that a ships shields can take before they fail.
7. R is short for range. The range is measured as free hexes between the attacker and the defender. If a ship is out of range then it cannot be fired at.
8. ATTACK tells the number of times that a ship may fire it's guns per turn. For example a starcruiser may fire twice per turn at any target it wants to fire at that is within range.

PREPARE FOR PLAY

STEP 1. Unfold the mapboards on a table. STEP 2. Punch out the game counters as they are needed during play. Player #1 uses the BLUE counters and his home planet is ZICON. Player #2 uses GREEN and his home planet is EARTH. Player #3 uses YELLOW counters, his home planet is DAGA-4. Player #4 uses WHITE counters, his planet is TRAX. STEP 3. Load the program.

PROCEDURE FOR PLAYING

The game proceeds in turns so a player makes all of his moves, combat, and trades only during his turn.

First, the player moves his fleet, he may move each piece if he so chooses. On the first move the player will not be able to move his fleet since he has not yet purchased any ships. Second, the player conducts any combat that he chooses.

Third, the player may trade with his freighters. Fourth, the player moves his fleet again. Then it is the next player's turn.

HOW TO MOVE SHIPS

1. On your turn you may move any of your ships on the board.
2. You may move each unit any number of turns not exceeding it's maximum movement rate per turn.
3. You may move in any direction or any combination of directions in any one turn.
4. You may move before and after combat if it is your turn.

5. You can move units over your own or over friendly units but not over hostile units. A ship may never exceed it's basic movement rate.

COMBAT

1. Combat takes place only between one ship at a time. For example if three fighters attack one freighter then their attack values do not add together. The first would attack then if the freighter wasn't destroyed then the second would attack and so on. After the above attack the three fighters could then retreat or advance on their second move during that turn.
2. When firing on an enemy spaceship you need not have line of sight. The fire can follow a curved path, (this will lead to a longer range).
3. You may not fire through any hex occupied by ANY other ship. To fire through that hex that ship must either first be moved or destroyed.
4. If a ship is on a planet=hex it may be fired on.

PIRACY

If a freighter is destroyed then the attacker gets all of the cargo aboard that ship. For example if a player has three freighters and one of them is destroyed then the attacker gets 1/3 of everything that the defender owns.

TRADE

Skillful trading will greatly help you win this game.

1. In order to buy or sell (any thing but ships) you must own a freighter, (except on the first turn).
2. A freighter may only trade once on a planet per turn.
3. If a freighter lands on a planet and looks at the market prices it can't wait till the next turn to trade if the prices are not favorable.
4. Freighters can't trade on the same planet twice in a row. An easy way to keep this straight is to keep the freighter counter pointed in the direction of travel.
5. Only one freighter may trade on a planet per turn.

An example of trading. Player 1 has three freighters. On his turn he lands them on three separate planets. The first lands on a class two planet (blue) and finds electronix to be selling at the attractive price of 6 gilders per unit, so he buys 100 units at a price of 600 gilders. Then the next freighter trades on the other planet. Electronix is selling at a price of 12 gilders per unit here so he sells all 100 units here for a nice profit of 600 gilders. The third freighter then lands on the class 1 planet (orange). Player 1 decides to purchase a fighter at a price of 300 gilders and spends the rest of the profits on ammunition and fuel.

EXAMPLE OF PLAY

Players 1 and 2 decide to play SPACE PIRATES. They get out the board and markers then load the program into their computer. After the computer introduces the game it asks them how many players there will be (there can be from 1 to 4 players). Then it asks them for their names. Player 1 decides to takes the planet ZICON (so he uses the BLUE counters) and player 2 takes the planet EARTH (so he uses the GREEN counters). The computer then tells each player something about himself and how he came to be a SPACE PIRATE. Next, the computer tells player 1 to move his fleet, since this

is player 1's first move, he has no fleet to move, so he tells the computer to continue. Then the computer asks player 1 if he would like to have combat, trade or to continue. Since all players start out on a CLASS 1 planet player 1 tells the computer to go to CLASS 1 TRADE. On the class one planet, player 1 buys two freighters, a starcrusier, 6 fighters, 150 rounds of ammo and 200 units of fuel. player 1 notices that metals are selling for 13 gilders per unit (a very small price) so he decides to spend the rest of his gilders to buy metals. When this is done, player 1 tells the computer that he is finished and the computer prompts him to move his fleet. Now it is player 2's turn. Lets assume that player 2 does the same thing that player 1 did, When player 2 has finished moving his fleet and his turn is over the computer tells player 1 that it is his turn and to move his fleet. After that player 1 can have combat, if he wants and if player 2's ships are within range, or he can trade if one of his freighters has just landed on a planet. After this the computer tells player 1 to move his fleet again, then it is player 2's turn again.

HELPFUL HINTS

1. Never run out of fuel. If you do then you lose.
2. Don't spend all of your gilders but keep some to trade with.
3. Your home planet will contribute some cargo to you each turn. Different home planets will contribute different cargos.
4. Each player starts out with 10 units of ammo and ten units of fuel.